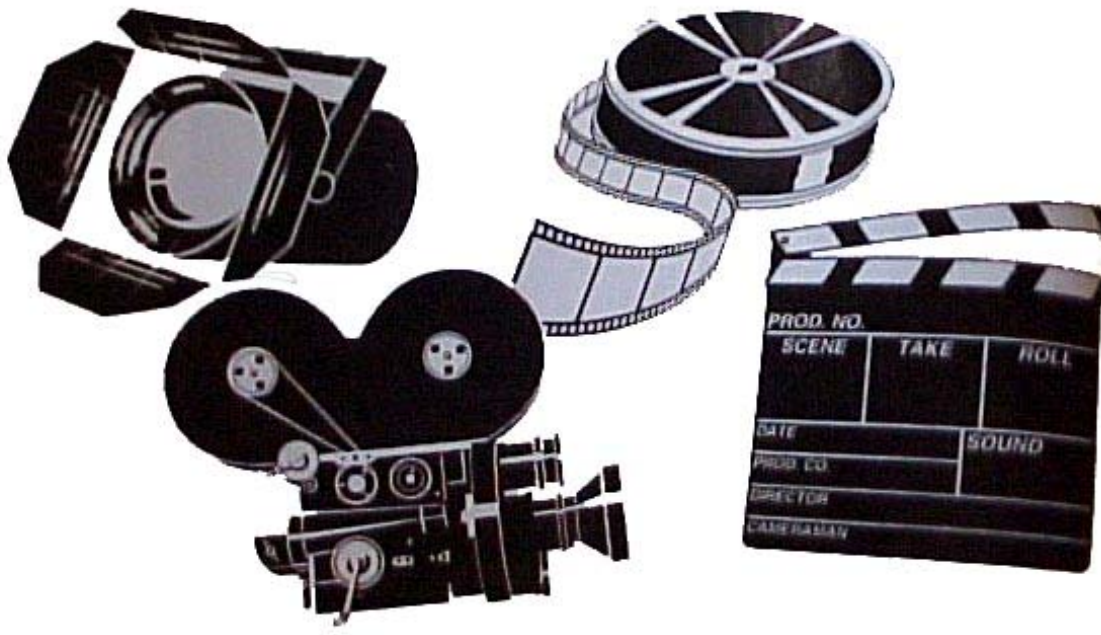


Is This How Spielberg Started?



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This handout was taken from the Premier Elements Help included with the software and modified for this workshop.

Start an Adobe Premiere Elements Project

Start Adobe Premiere Elements → Click New Project → In the New Project dialog box, type a name for your project.

By default, project files are saved to My Documents\Adobe\Premiere Elements\4.0\ . If you want to change the location where your project file is stored, click Browse and specify a new location.

Note: If you plan to create a project for HDV or widescreen, click Change Settings and choose an HDV or widescreen preset.

Click OK to open the new project.



Adobe Premiere Elements creates a project file for every new project you start. By default, a project preset is used for the television standard (NTSC or PAL) you selected when you installed the program.

Important: *Some settings, such as frame rate, size and aspect ratio, can't be changed after a project is created—verify all project settings before starting a project. Using the wrong project settings can adversely affect performance as you work on your project.*

You can't change the project preset after starting a project, so verify the format of your source footage before selecting a project preset. Depending on your source footage, you may need to change the preset or create a new one. If your footage is widescreen, for example, you need to select a Widescreen preset before you start your project; if it's HDV, choose one of the HDV presets.

💡 If you need to specify lower quality settings for output (*i.e. streaming web video*), don't change your project settings; instead change your export settings instead.






Adding Media to Project Files


There are four basic methods for adding media to your projects:

- *capturing* from tape or live sources
- *importing* files from other types of storage
- *adding* from the Organizer
- *recording* from a microphone

When you add media files to your project, they are added to both the Project view and the Organizer view. Each file is represented by a thumbnail, called a clip. Clips, whether they contain audio, video, or still images, are the building blocks of your movies.

In the Get Media view, various buttons let you access audio, video, and still image files from the following places:

-  DVDs, CDs, digital cameras, mobile phones, hard drive camcorders, and card readers
-  DV camcorders, HDV camcorders, video tapes, audio tapes, computer microphones, and webcams
-  Files and folders on your hard disk
-  Internet sites
-  Stop motion capture from a digital camcorder or existing video clip

Click on the Files and folder icon  → Navigate to the Spielberg Began DVD in your computer's drive → Import all the video clips, pictures and sound files there.

Supported Video Formats

AVI Movie (.avi), Flash (.swf), Filmstrip (.flm), MPEG Movie (.mpeg, .vob, .mod, .ac3, .mpe, .mpg, .mpd, .m2v, .mpa, .mp2, .m2a, .mpv, .m2p, .m2t, .m1v, .mp4, .m4v, .m4a, .aac, 3gp, .avc, .264), Windows Media (.wmv, .asf), QuickTime Movie (.mov, .3gp, .3g2, .mp4, .m4a, .m4v), DV Stream (.dv)

Supported Still-image Formats


Illustrator (.ai), Premiere Elements title (.pttl), Bitmap (.bmp, .dib, .rle), GIF (.gif), Encapsulated PostScript (.eps), Fireworks (.wbm), Icon (.ico), JPEG (.jpg, .jpe, .jpeg, .jfif), PICT (.pct, .pic, .pict), PCX (.pcx), Pixar Picture (.pxr), Photoshop (.psd), Portable Network Graphic (.png), RAW (.raw, .raf, .crw, .cr2, .mrw, .nef, .orf, .dng), TIFF (.tif, .tiff), Targa (.tga, .icb, .vst, .vda)

Supported audio formats

Advanced Audio Coding (.aac), AC-3 (.ac3), Mac Audio AIFF (.aif, .aiff), mp3, (.mpeg, .mpg, .mpa, .mpe, .m2a), QuickTime (.mov, .m4a), Windows Media (.wma), Windows WAVE (.wav)

Note: *Dolby AC-3 is imported as a stand-alone .ac3 file or as part of an encoded audio file in a .vob (DVD) or .mod (JVC® Everio) file, but exported as Dolby Digital Stereo only.*

Manage Clips in Project View

To access the Project view, click Edit in the Tasks panel → Click the Media button  → Click Project tab.

Workspace Overview

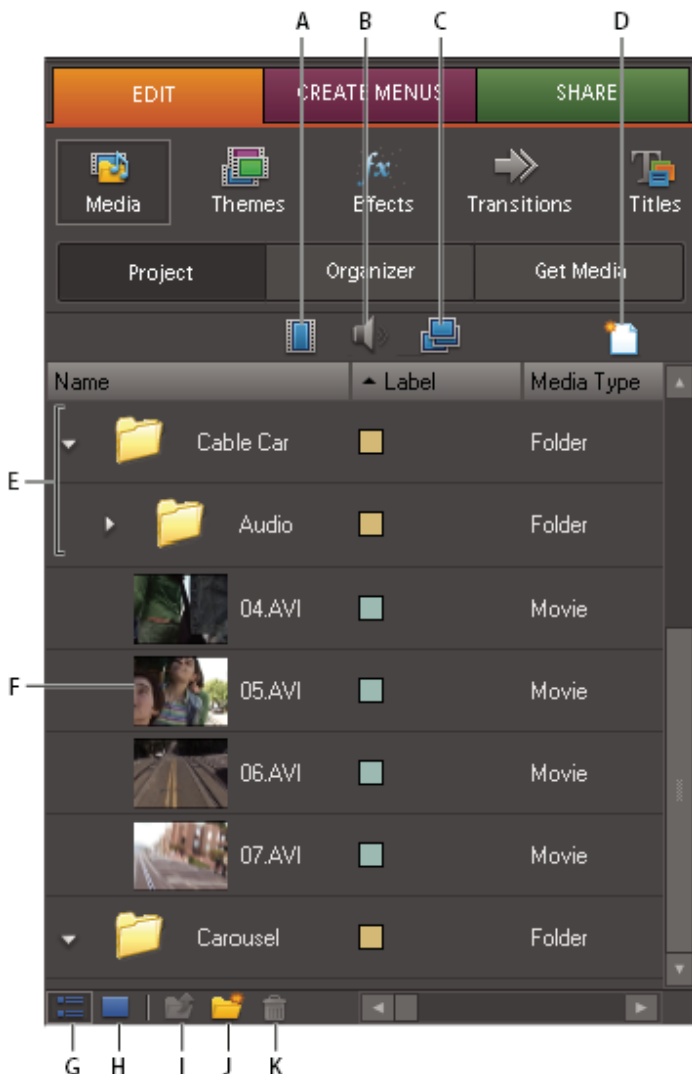
Note: To see the names of panels in the workspace, choose Window → Show Docking Headers.

Workspace for Editing

A. Monitor panel

B. Tasks panel

C. My Project panel (Sceneline view)



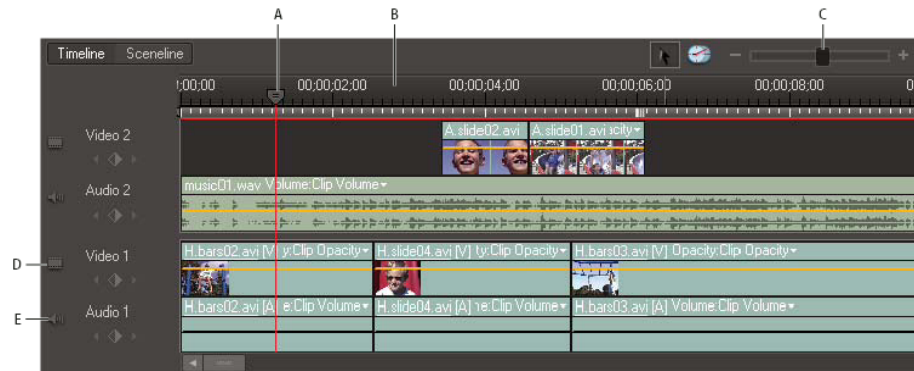
Project View

- A. Show video
- B. Show audio
- C. Show still images
- D. New item
- E. Folders
- F. Clip thumbnail
- G. List view
- H. Icon view
- I. Move up a level
- J. New Folder
- K. Clear

Timeline Overview

The Timeline graphically represents your movie project as video and audio clips arranged in vertically stacked tracks. The Timeline uses a time ruler to display the components of your movie and their relationship to each other over time. You can trim and add scenes, indicate important frames with markers, add transitions, and control how clips are blended or superimposed.

The zoom controls (*Item C*) in the Timeline allow you to zoom out to see your entire video, or zoom in to see clips in more detail. You can also change how the clips appear in the tracks, and resize the tracks and the header area.



Timeline

- A. Current-time indicator
- B. Time ruler
- C. Zoom control
- D. Video track
- E. Audio track

By default, the Timeline contains three tracks for video (*or still images*) and audio, a narration track, and a soundtrack track. When you drag clips that include both audio and video (*called **linked clips***) to a track, the video and audio components appear together (*video directly above audio*) in their respective tracks (*such as Video1 and Audio1*). To see all of the tracks, you may need to scroll up or down the Timeline.

Create a Duplicate Clip in the Timeline

Each time you drag a source clip from the Tasks panel to the Timeline or Sceneline, you create a **clip instance**, which shares the source clip's default In and Out points. If you delete the source clip in the Tasks panel, all instances of the clip in the Timeline or Sceneline are deleted.

In the Project view → Select AnimatedBkgd.avi → Choose Edit → Duplicate.

To rename the duplicate clip → Choose Clip → Rename → type a new name like AnimatedBkgd-01.avi → Make Nine duplicates of the AnimatedBkgd.avi clip.



You can also create a duplicate clip by copying and pasting, or Ctrl-dragging a clip in the Tasks panel.

1. Click and drag the AnimatedBkgd.avi clip to Video 1 on the timeline.
2. Click and drag the 01-Intro.avi clip to Video 2 on the timeline.
3. Repeat Step 1 until there are enough of the AnimatedBkgd.avi clips to run the entire time that 01-Intro.avi clip runs on the timeline.

Timeline Tools


Use the tools at the top of the Timeline to trim clips and change their speed, add markers, detect musical beats, open the Audio Mixer, or add narration. When you edit in the Timeline; the pointer changes to the currently active tool. If the pointer changes to a red slash, you cannot use the tool on the clip underneath the pointer.


Selection Tool


Selects clips for previewing or trimming.


Time Stretch Tool


Changes the playback speed and duration of a clip without changing its In or Out points. Dragging the edge of a clip in one direction lengthens it and slows it down; dragging it in the other direction shortens the clip and speeds it up.

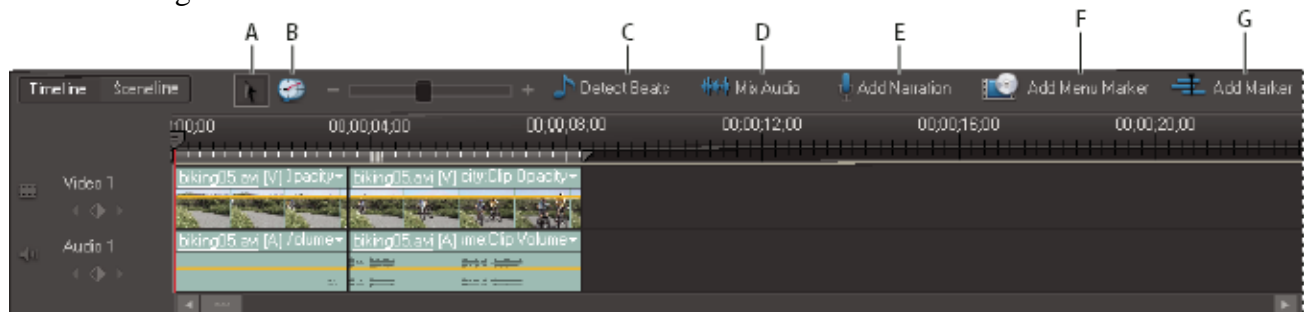
Detect Beats  Detects musical beats in the Soundtrack track of the Timeline and adds unnumbered markers at each beat. Use this when you want to create edits that coordinate with the beat of your music.

Mix Audio  Opens the Audio Mixer so you can adjust the volume and balance for your different audio tracks.

Add Narration Tool  Opens the Record Voice Narration panel, which holds tools for recording voice-overs.

Add Menu Marker Tool  Adds any of three types of disc markers into the Timeline at the location of the current-time indicator.

Add Marker Tool  Adds an unnumbered marker to the Timeline at the location of the current-time indicator. You can add a comment to the marker by double-clicking and opening the Add Marker dialog box.



Editing tools in the Timeline

- A. Selection
- B. Time Stretch
- C. Detect Beats
- D. Mix Audio
- E. Add Narration
- F. Add Menu Marker
- G. Add Marker

Note: Both the Add Scene tool and the Add Narration tool are located in the upper left of the Sceneline, as well as in the Timeline.

Green Key Effect

To create transparency wherever a specific color, in this instance green, occurs in a clip, apply a color-based keying effect. These effects are commonly used to remove a colored background.

1. Click on the 01-Intro.avi clip in the timeline to highlight it.
2. In the Effects button in the Tasks panel, expand the Video Effects folder and the Keying category folder.
3. Drag a Green Screen keying effect to a clip in the Timeline.
4. Click the Edit Effects button at the bottom of the Tasks panel to open the Properties view.


Threshold - Drag to the left until the blue or green screen becomes transparent.

Cutoff - Drag to the right until the opaque area reaches a satisfactory level.

Smoothing - Specifies the amount of anti-aliasing (softening) that Adobe Premiere Elements applies to the boundary between transparent and opaque regions. Choose “None” to produce sharp edges with no anti-aliasing. This option is useful when you want to preserve sharp lines, such as those in titles. Choose Low or High to produce different amounts of smoothing.

Mask Only - Displays only the clip’s alpha channel, as modified by the key settings.

Create a picture-in-picture overlay

1. Click and drag the AnimatedBkgd-01.avi clip to Video 1 on the timeline.
2. Click and drag 02-Pop_Loc.avi to Video 2 on the timeline.
3. Repeat Step 1 until there are enough of the AnimatedBkgd-01.avi clips to run the entire time that 02-Pop_Loc.avi clip runs on the timeline.
4. Select the 02-Pop_Loc.avi clip in the Timeline that you want to use as the background clip. The selected clip appears in the Monitor panel.
5. In the Tasks panel, click Edit, click the Media button , and then click Project.
6. **Shift-drag** houstonmap.jpg from the Tasks panel onto a spot on the clip in the Monitor panel.
7. Select Picture In Picture.
The clip you dragged appears in a frame at the chosen location, superimposed on the background clip.
8. To adjust the position of the superimposed clip, drag it to the desired location in the Monitor panel.

***Note:** If the superimposed clip is longer than the background clip, it appears over successive clips in the Timeline for its entire duration, and appears superimposed over those clips during playback.*

Delete a Picture-in-Picture Overlay

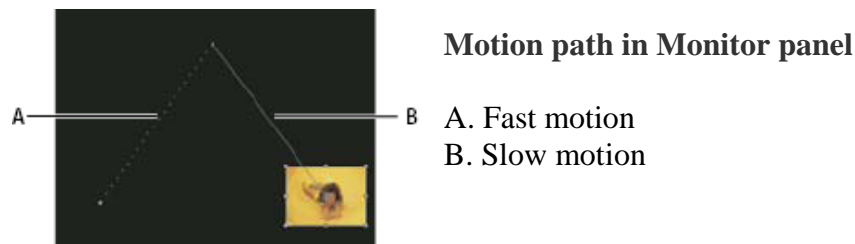
1. Make sure the Timeline is active.
2. Select the superimposed clip in the Monitor panel.
3. Right-click the lavender clip representation in the mini-timeline of the Monitor panel.
4. Select Delete.


The superimposed clip disappears from the Timeline and the Monitor panel.


Animate a Clip

You create animations, insets, and split screens by manipulating a clip directly in the Monitor panel and setting keyframes in either the Timeline or the Properties view. By adjusting a clip's position and scale in the Monitor panel, you can reveal clips in the tracks below it and create interesting compositions.


When you animate a clip's position, the clip's motion is represented by a motion path in the Monitor panel. Small white Xs represent keyframed positions, dotted lines represent positions at interpolated frames, and the circular anchor point symbol represents the center of the clip at the current frame. The spacing between dots indicates the speed between keyframes: wide spacing indicates fast motion, while tightly spaced dots indicate slower motion.



1. Select a clip in the Timeline.
2. In the Monitor panel, click the clip. Handles appear around its perimeter.
Note: *If you don't see the clip handles, reduce the Monitor panel's magnification level so that the gray work area appears.*
3. In the Timeline, move the current-time indicator to where you want to start the animation—any frame between the clip's current In and Out points.
4. In the Properties view (*Window* ➔ *Properties*), expand the Motion effect, and click the Toggle Animation button . A keyframe icon appears at the current-time indicator for each property. (If the keyframe area is hidden, click Show Keyframes. You might have to enlarge the Properties view to see the keyframe area.)
5. In the Monitor panel, change the keyframe value by positioning the pointer near any of the clip's eight square handles to use any of the following pointers:


Selection pointer  = Sets the position value.

Rotate pointer  = Sets the rotation value.

Scale pointer  = Sets the scale value.

Note: *If clip handles disappear, reselect the Motion effect in the Properties view.*

6. In the Timeline or Properties view, move the current-time indicator to where you want to create a new keyframe with new values.
7. In the Monitor panel, set new values by manipulating the clip as you did in Step 5. A new keyframe appears at the current-time indicator.
8. Repeat steps 6 and 7 as needed.

 Keep the work area visible if you want to position the clip off screen, as the work area is outside the visible area of the screen.

Add Audio to the Soundtrack

To complement the sounds embedded in your video clips and any narration you record, you can add audio clips to the Soundtrack track, visible in either the Timeline or Sceneline. You may need to scroll down the audio portion of the Timeline to see the Soundtrack. These clips typically contain background music or recordings of environmental sound.

1. If necessary, add the desired audio files to your project.


Important: Use only files for which you hold the copyright or which you have permission to use from the copyright holder. A good place to go for free music to use in videos is <http://www.freeplaymusic.com/>

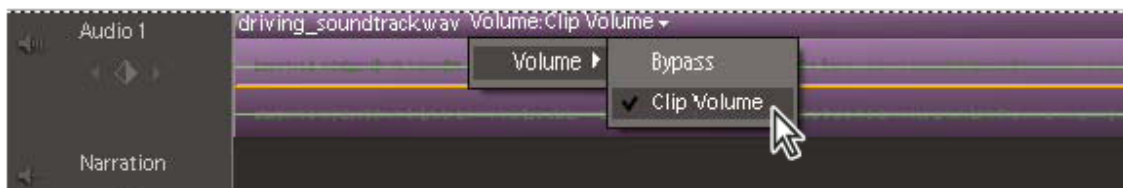
2. In the Tasks panel, click the Edit tab, click the Media button, and then click Project.
3. Drag an audio clip from the Tasks panel into the Soundtrack track of the Timeline where you want the audio clip to begin.


Adjust Volume in the Timeline

You can adjust clip volume directly on an audio track in the Timeline. By dragging the Volume graph up or down, you can, for example, make the volume of a clip match that of its neighbors, or mute it entirely.

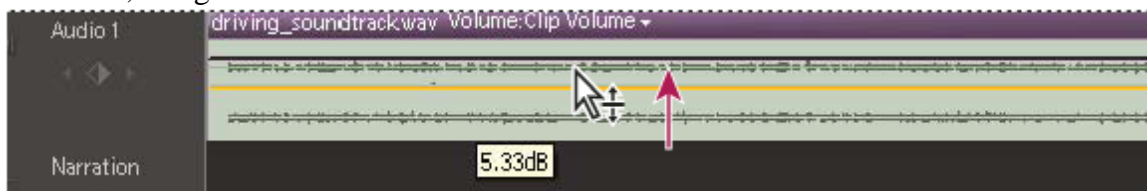
Note: You can also raise and lower volume with keyframes.

1. To resize an audio track in the Timeline for better visibility, position the pointer between two tracks in the track header area so that the Height Adjustment icon  appears, and then drag up or down.
2. In the Timeline, select Volume in the upper left corner of the clip. Then, select Volume → Clip Volume.





3. Position the pointer over the Volume graph: the yellow line running horizontally across the audio track of the clip. The pointer changes to the white double-arrow icon .
4. Drag up or down to adjust the level uniformly. Click and drag any existing keyframes to move them.

As you drag, the decibel level is displayed. A positive number indicates an increase in volume; a negative number indicates a decrease.




Dragging the Volume graph changes the clip's volume.

Fade Volume In or Out

1. Select an audio clip in the Timeline or Sceneline.
2. In the Properties view (*Window ➔ Properties*), click either the Fade In button  or Fade Out button .

Fade In adds a keyframe at the very beginning of the clip where it sets the volume to $-\infty$ dB (*silence*) and another after it where it retains the volume already set for the clip at that point. Fade Out adds a keyframe at the end of the clip where it sets the volume to $-\infty$ dB and another before it where it retains the volume already set for the clip at that point./

 If the audio clip is linked to video, you can right-click either portion of the clip and choose Fade ➔ Fade In Audio And Video or Fade Out Audio And Video. You can also fade the volume of one clip out while fading the volume of another clip in by dragging either of the Crossfade audio transitions to the cut line between the clips.

Organize Clips with Color Labels

You can assign colored labels to clips to help organize and track clips. For example, you can use different colors to represent different people in the clips, or different types of clips (*audio, still, video, and so on*).

- To assign a color label to a clip, select the clip in Project view or the Timeline. Choose Edit ➔ Label, and choose a color.
- To select all clips that use the same label, select any clip that uses the label, and choose Edit ➔ Label ➔ Select Label Group.
- To edit label names or colors, choose Edit ➔ Preferences ➔ Label Colors and edit the names or click a color swatch to change a color.
- To set default labels for a media type, choose Edit ➔ Preferences ➔ Label Defaults, and select a new label color for the media type.

Note: *Label defaults affect clips you add to the Project view from the time you change the defaults; the command doesn't change label colors for clips already in the Tasks panel. To change these, choose Edit ➔ Preferences ➔ Label Colors.*